

MISSION GUIDE

2010

The Text Adventure Game

COLECO
ELECTRONICS

GETTING READY TO PLAY



Insert disk or data pack as shown.

DO NOT REMOVE DATA PACK OR DISK WHILE DRIVE IS OPERATING!

DO NOT TURN POWER ON OR OFF WHEN A DATA PACK OR DISK IS IN THE DRIVE!



How to Load the Game

Digital Data Pack

1. Turn your TV or monitor on.
2. Turn ADAM on using the power switch located at the back of the printer.
3. Insert the 2010: Text Adventure Game data pack into a drive. Close drive door.
4. Pull the Computer Reset Switch located on the memory console.
5. When the program has loaded, the first Story Screen will appear.

Disk

1. Make sure no data packs or disks are in any of the drives.
2. Turn your TV or monitor on.
3. Turn ADAM on using the power switch located at the back of the printer.
4. Turn on Disk Drive by pressing the power switch on the front of the drive.
5. Open the disk-drive latch and insert the 2010: Text Adventure Game disk with its label facing up and the write-protect notch to the left. Close the latch.
6. Pull the Computer Reset switch located on the memory console.
7. When the program has loaded, the first Story Screen will appear.

Note: If you want to save a game on your 2010: Text Adventure Game disk, do not cover the write-protect notch with the enclosed tab.

USING THE CONTROLS

If you're familiar with the SmartWRITER™ word-processing system, you know how easy it is to use the ADAM keyboard. For 2010: Text Adventure Game, you'll use some of the same controls. Read this section carefully before starting your mission aboard the spaceship *Discovery*.

Hand Controller

The Hand Controller is not used in the game.

Return Key

Press **RETURN** to examine rooms, equipment or items. After pressing RETURN, a new set of Smart-Key labels will appear on your screen.

- Press **EXAMINE AREA** (Smart Key I) to see a description of the area that you are in.
- Press **EXAMINE EQUIP.** (Smart Key II) to see a description of any equipment in the area.
- Press **EXAMINE ITEMS** (Smart Key III) to see a list of the items in the area.
- Press **EXAMINE POD** (Smart Key IV) to see a description of any pod present in the area.
- Press **DONE** (Smart Key VI) to return to the screen from which you entered examine.

Home Key

Press the Home Key to start camp. Camp allows you to organize items, check life support status, recharge power supplies, perform medical repairs or remove your spacesuit. The message "BEGIN CAMP" will appear on the screen along with a new set of Smart-Key labels.

- Press **ORGANIZE ITEMS** (Smart Key I) and a list of all items in the area (carried items are highlighted) and a new set of Smart-Key labels will appear. By pressing the matching Smart Key, you can pick up an item, drop an item, put an item in a box, take an item out of a box, examine an item or return to camp.
- Press **LIFE SUPPORT** (Smart Key II) and a list of life support conditions and a new set of Smart-Key labels will appear. By pressing the matching Smart Key, you can check the status of food, water, rest, power and supply recharging or medical repairs.
- Press **RECHARGE** (Smart Key III) to recharge power and supplies (if possible) and to see a screen message about recharging status of tools, items, the air or water supply in your spacesuit, the air or water supply in the pod or your food supply.
- Press **MEDICAL** (Smart Key IV) to make medical repairs and to see a screen message about the status of medical repairs.
- Press **BREAK CAMP** (Smart Key V) to end camp and return to the screen from which you entered camp. A highlighted "END CAMP" message and your score will appear on your screen.
- Press **REMOVE SUIT** (Smart Key VI) to take your spacesuit off and drop it.

Direction Keys

The Direction Keys are the Up, Down, Left and Right Arrow keys. These keys control movement.

Press the Up Arrow Key to move **forward** (ahead toward the command module); press the Down Arrow Key to move **aft** (back toward the Discovery's main engines); press the Left Arrow Key to move **port** (toward the left side of the Discovery); and press the Right

Arrow Key to move **starboard** (toward the right side of the Discovery). You can move from room to room inside the Discovery either unsuited or in a spacesuit; you can move outside the Discovery in a spacesuit for extravehicular activity (EVA) or travel through space in an active pod.

Press the Up, Down, Left or Right Arrow Keys when you're at camp to move the pointer in the selected direction through a displayed list to choose an item. The list shows all items in a room. You can carry up to five items with you at a time; carried items will be highlighted on the list.

Smart Keys

The six Smart Keys located across the top of your keyboard match the six Smart-Key labels (I-VI) across the bottom of your screen throughout the 2010: Text Adventure Game. In some cases the labels tell you what will happen immediately after you press a Smart Key. For example, when you're at the First Story screen, press READ MORE (Smart Key VI) to see more of your mission briefing.

In other cases, pressing a Smart Key displays a whole new set of Smart-Key labels on your screen. For example, pressing ORGANIZE ITEMS (Smart Key I) when you are in camp displays a new set of Smart-Key labels that allow you to pick an item up, drop an item, take an item from a box, put an item in a box, examine the item or return to the Camp Screen.

Don't worry if you hear a buzz when you press a Smart Key. That's just ADAM telling you that you can't perform the action you had in mind. Look at your Smart-Key labels again and try something else.

The Smart Keys and Smart-Key labels were designed to give you the commands you'll need throughout the mission. Follow the Smart-Key labels and trust your common sense and you can't go wrong!

Command Keys

Pressing Command Key STORE/GET allows you to store a current game, retrieve that game for play at a later time, resume play or end a game by leaving the program. You can save **one** game on your 2010: Text Adventure data pack or disk. If you want to save additional games, see "Saving Additional Games," following. Press Command Key STORE/GET and a highlighted "STORING GAME" message and a new set of Smart-Key labels will appear on the screen.

Press SAVE GAME (Smart Key I) to store a game-in-progress. A highlighted "GAME BEING STORED" message will appear on your screen. When the game is stored in ADAM's memory, the message will change to "GAME STORED." You can store one game-in-progress on your data pack or disk.

Press RESTORE GAME (Smart Key II) to retrieve the stored game. A highlighted "GAME BEING RESTORED" message will appear on your screen. When the game is ready for play, a "GAME RESTORED" message will appear on your screen. Press RESUME PLAYING (Smart Key III) to start playing a game at the point at which you left off. You can resume play on either a stored game or a current game.

Press END GAME (Smart Key IV) to leave the program.

Saving Additional Games

Only one game can be saved on the 2010: Text Adventure data pack or disk. If you want to save any additional games, you must do so on a blank data pack or disk.

To save additional games on a blank data pack or disk:

- Press Command Key STORE/GET.
- When the new Smart-Key labels appear, remove the 2010: Text Adventure Game data pack or disk.
- Insert a **blank** data pack or disk into the drive.
- Then press SAVE GAME (Smart Key I). A highlighted "GAME BEING STORED" message will appear. When the game is stored, a "GAME STORED" message appears.
- Press END GAME (Smart Key IV) to leave the program.

To restore a game saved on another data pack or disk:

- Load the 2010: Text Adventure Game as described in "GETTING READY TO PLAY."
- Press Command Key STORE/GET.
- When the Smart Key labels change, remove the game data pack or disk and insert the data pack or disk on which you've saved the game.
- Press RESTORE GAME (Smart Key II). A highlighted "GAME BEING RESTORED" message will appear. When the game is ready to play, a "GAME RESTORED" message will appear.
- Remove the data pack or disk on which you've saved your game and insert the 2010: Text Adventure Game data pack or disk.
- Press RESUME PLAY (Smart Key III) to start playing the game at the point at which you left off.

SCORING

As you race against time to save the *Discovery*, you'll earn points for successfully performing various activities. Your score will appear on the screen each time you break camp.

TIPS FOR A SUCCESSFUL MISSION

- As you travel around the ship, make a map on a piece of scratch paper. List on the map items and equipment and their conditions in each area.
- Explore every direction possible and try every option.
- When you enter a previously unexplored room, examine each item and piece of equipment.
- When examining, press EXAMINE ITEMS (Smart Key III) to see a list of items and equipment in the area.
- Monitor life support status regularly.

CREDITS

Game Design: Michael Price and B. Dennis Sustare

Game Development: Thomas C. Fulton

Game Text: David James Ritchie, Deborah Ritchie and Michael Stackpole

Graphic Design: Frank Lam Audio Design: Roland Rizzo

Documentation: Deborah Ritchie & Technical Publications

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IMPORTANT: SAVE YOUR RECEIPTS SHOWING DATE OF PURCHASE.

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TO: AMERICAN SPACE SALVAGE TEAM
FROM: SURGEON-COMMANDER COMRADE KATERINA RUDENKO, ALEXI
LEONOV

RE: MEDICAL STATUS -- DR. S. CHANDRA

RESPIRATORY FUNCTION OF DR. CHANDRA ABNORMAL SUBSEQUENT
TO CRYOGENIC HIBERNATION. HE IS REMAINING IN MEDICAL
CRITICAL CARE UNIT UNTIL FURTHER NOTIFICATION.

UNITED STATES
MILITARY SPACE AGENCY
SPACE CENTRAL
WASHINGTON D.C., 1835-09471



FROM THE OFFICE OF
THOMAS RAE CHARLES
MISSION CONTROL OFFICER

27 January 2008

Major:

First, our apologies for the sudden change in your mission schedule. We know that you planned on having several more weeks in which to prepare for your trip, but we've had to scrub our original plan. Our latest computer projections indicate that Discovery's orbit is decaying even faster than we had previously thought; unless you take advantage of the current launch window, you'll never reach her before she crashes into Io.

Needless to say, this situation catches us somewhat flat-footed. None of the promised briefing booklets have been completed. We'll send what we can via near-space transmission once you make your launch. For now, though, the attached orders are all we have for you. Please read and destroy.

Best of Luck,

Thomas L. Charles

Thomas Rae Charles
Mission Control Officer
U.S. Space Central

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MILITARY SPACE AGENCY
SPACE CENTRAL
WASHINGTON D.C., 1835-09471



FROM THE OFFICE OF
THOMAS RAE CHARLES
MISSION CONTROL OFFICER

Mission Statement:

By authority of this document, you are directed to proceed by priority 1 available transport to Star City, USSR. At Star City, the Soviets will provide shuttle transport to the *Leonov*, their mission ship currently in a stationary orbit over Star City. Once aboard the *Leonov*, you will enter hibernation for the duration of the *Leonov's* trip to Jupiter.

Upon reaching Jupiter, the *Leonov* will enter a close orbit of the moon, Io, at which time the crew will revive you. You will then travel in the *Leonov's* pod, the *Misha*, to the *Discovery*. You will board and examine her. Under no circumstances will you permit Soviet personnel to board the *Discovery*. Having completed your examination, you will take all necessary steps to restart the ship and return her safely to Earth.

Your mission control team also consists of Team Leader Dr. Heywood Floyd and Computer Consultant Dr. Sivasubramanian Chandra. Dr. Chandra will board the *Discovery* with you to conduct restoration of the HAL-9000. During operations aboard the *Discovery*, Dr. Floyd will remain onboard the *Leonov* to provide liaison with the Soviets. You are authorized to communicate only with the mission control team or with U.S. Space Central Earthside. Under no circumstances will you communicate with Soviet personnel.

Situation Briefing:

The United States spaceship *Discovery* was dispatched to Jupiter with a five-man crew on board. Crewmembers Charles Hunter, Victor Kaminski and J.R. Kimball were scheduled to make the voyage in hibernation. Crew members David Bowman and Francis Poole remained awake in order to monitor ship functions and conduct routine maintenance. Actual ship operation was handled by the HAL-9000 on-board computer.

As a result of a still unexplained breakdown of the HAL-9000 computer, crewmembers Hunter, Kaminski, Kimball and Poole died during transit to Jupiter. Bowman is known to have reached Jupiter alive after disconnecting the HAL-9000, but subsequently abandoned ship. We have no further information concerning his fate, and USMSA files list crewmember Bowman as "missing-presumed dead."

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The *Discovery* is currently in a decaying orbit around the moon, Io. This increased orbital decay is caused, in part, by sulphur storms and volcanic activity on Io. Unless you can get the ship spaceworthy and out of Io orbit, it will crash into Io's surface within a short time of your anticipated arrival. If this happens, not only the ship itself, but a substantial quantity of valuable data gathered by the *Discovery*, would be lost. You must do everything possible to prevent the loss of the *Discovery*.

Considerations:

1. The condition of *Discovery* is unknown. Commander Bowman is believed to have sealed the ship before he left, but this belief rests on speculation. Even if the ship is sealed, damage from micro-meteors during *Discovery*'s 10-year orbit may have been significant, possibly sufficient to rupture the ship's hull. In addition, increasingly close exposure to Io's continuous sulphur storms during recent years may have resulted in considerable damage to the ship's antenna, sensors, and circuitry.
2. The current condition of the HAL-9000 on-board computer is unclear. If HAL can be reactivated, his assistance could be invaluable in getting the ship repaired in time to avoid impact on Io. However, the exact means by which Commander Bowman deactivated the computer are not known. Further, since the cause of HAL's breakdown during the previous voyage is not known, reactivation may be a gamble at best. As the man on the spot, you will have to make the decision.
3. The legal status of *Discovery* is somewhat ambiguous. It is the position of the United States government that the ship is in fact, temporarily decommissioned and in a parking orbit. Others, notably the Soviets, have in the past maintained that the ship was abandoned by its crew and thus a derelict subject to salvage. Since the Soviets are unfamiliar with U.S. controls and operating systems, they have agreed to cooperate in a joint mission to rescue *Discovery*. Soviet communications have carefully skirted the issue as to whether your mission is to recommission...or salvage...the abandoned vessel.

Major, this is all we've got for you at this time. More information will follow in near-space transmissions. Good luck.

End briefing. Destroy after reading.

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